

WHAT IS CLAIMED IS:

1. A game system comprising:

a first game device; and a second game device separate from  
5 the first game device,

wherein the first game device comprises:

medium accommodating means for accommodating a portable  
storage medium; and

writing means for generating information relating to a play  
10 amount for a player, and writing one or more game parameters for  
information relating to the play amount to the portable storage  
medium,

and the second game device comprises:

medium accommodating means for accommodating the portable  
15 storage medium; and

game processing means for reading the game parameters stored  
on the accommodated portable storage medium and processing  
prescribed game events based on the read game parameters.

20 2. The game system of claim 1, wherein

the information relating to the play amount is information  
containing at least one of:

a fee paid by the player for playing at the first game device;

a number of times a player has played at the first game device;

25 and

time a player has played for at the first game device.

3. The game system of claim 1, wherein

the game parameters contain at least one of whether or not occurrence of the prescribed game event is possible, and data utilized during the occurrence of the prescribed game event; and

5 the second game device carries out processing to generate the prescribed game event based on the game parameters.

4. The game system of claim 3, wherein

at least one of the first game device and the second game device decides whether or not to generate the prescribed game event based on a random number.

5. The game system of claim 3, further comprising:

record writing means, when at least one of the first game device or the second game device generates the prescribed game event, writing a record of the occurrence containing information for identifying the prescribed game event to the portable storage medium,

wherein, when there is a record of the occurrence, processing is carried out to limit generation of the prescribed game event identified in information contained in the record of the occurrence.

6. A second game device capable of cooperation with a first game device including means for generating information relating to a play amount of a player and writing one or more game parameters for information relating to the play amount in a portable storage medium, comprising:

medium accommodating means for accommodating the portable

storage medium; and

game processing means for reading the game parameters stored on the accommodated portable storage medium and processing prescribed game events based on the read game parameters.

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7. A first game device comprising:

medium accommodating means for accommodating a portable storage medium; and

writing means for generating information relating to a play amount for a player, and writing the game parameters for information relating to the play amount to the portable storage medium.

8. A game providing method, employing a first game device and a second game device, comprising the steps of:

15 at the first game device, generating information relating to a play amount for a player, and writing one or more game parameters for information relating to the play amount to a portable storage medium, and

20 at the second game device, reading the game parameters stored on the accommodated portable storage medium and processing prescribed game events based on the read game parameters.

9. A computer-readable storage medium for storing a program capable of executing, on a computer built-into a second game device capable of cooperation with a first game device including means for generating information relating to a play amount of a player and writing one or more game parameters for information relating to the play amount

in a portable storage medium, steps of:

reading out the game parameters stored on the portable storage medium; and

processing prescribed game events based on the read-out game parameters.

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10. A computer-readable recording medium for storing a program for executing steps of:

generating information relating to play amount of a player;

10 and

writing one or more game parameters for information relating to the play amount on the portable storage medium.